

# College of Engineering, Construction and Living Sciences Bachelor of Information Technology

ID721001: Mobile Application Development Level 7, Credits 15

# Presentation

### **Assessment Overview**

In this assessment, you will research, prepare & present a mobile-related topic. The information presented must be in a **README.md** file. Also, you need to provide a code example to accompany the **README.md** file. The main purpose of this assessment is to demonstrate your ability to identify and effectively articulate an intermediate/advanced topic in **Android**.

# **Learning Outcomes**

At the successful completion of this course, learners will be able to:

- 1. Implement & publish complete, non-trivial, industry-standard mobile applications following sound architectural & code-quality standards.
- 2. Identify relevant use cases for a mobile computing scenario & incorporate them into an effective user experience design.
- 3. Follow industry standard software engineering practice in the design of mobile applications.

#### Assessment Table

| Assessment<br>Activity | Weighting | Learning<br>Outcomes | Assessment<br>Grading Scheme | Completion<br>Requirements |
|------------------------|-----------|----------------------|------------------------------|----------------------------|
| Project                | 65%       | 1, 2, 3              | CRA                          | Cumulative                 |
| Practicals             | 15%       | 1, 2, 3              | CRA                          | Cumulative                 |
| Presentation           | 20%       | 2, 3                 | CRA                          | Cumulative                 |

# Conditions of Assessment

You will complete this assessment during your learner managed time, however, there will be availability during the weekly meetings to discuss the requirements & your progress of this assessment. This assessment will need to be completed by **Tuesday**, **21 June 2022** at **5 PM**.

#### Pass Criteria

This assessment is criterion-referenced (CRA) with a cumulative pass mark of 50% over all assessments in ID721001: Mobile Application Development.

# Authenticity

All parts of your submitted assessment **must** be completely your work & any references **must** be cited appropriately including, externally-sourced graphic elements. Provide your references in a **README.md** file. All media **must** be royalty free (or legally purchased) for educational use. Failure to do this will result in a mark of **zero** for this assessment.

# Policy on Submissions, Extensions, Resubmissions & Resits

The school's process concerning submissions, extensions, resubmissions & resits complies with **Otago Polytechnic** policies. Learners can view policies on the **Otago Polytechnic** website located at https://www.op.ac.nz/about-us/governance-and-management/policies.

### **Submission**

You must submit all presentation files via GitHub Classroom. Here is the URL to the repository you will use for your submission - https://classroom.github.com/a/Pfexjhjb. The latest presentation files in the master or main branch will be used to mark against the Documentation criterion. Late submissions will incur a 10% penalty per day, rolling over at 5:00 PM.

#### Extensions

Familiarise yourself with the assessment due date. If you need an extension, contact the course lecturer before the due date. If you require more than a week's extension, a medical certificate or support letter from your manager may be needed.

#### Resubmissions

Learners may be requested to resubmit an assessment following a rework of part/s of the original assessment. Resubmissions are to be completed within a negotiable short time frame & usually **must** be completed within the timing of the course to which the assessment relates. Resubmissions will be available to learners who have made a genuine attempt at the first assessment opportunity & achieved a **D grade (40-49%)**. The maximum grade awarded for resubmission will be **C-**.

#### Resits

Resits & reassessments are not applicable in ID721001: Mobile Application Development.

## Instructions

#### List of topics:

- Animations
- Biometric authentication
- CameraX
- Compose
- Dagger
- Environment sensors
- Hilt
- Location
- Media player
- Motion sensors
- Notifications
- Position sensors
- View binding
- View pager
- Work manager

# Documentation - Learning Outcomes 2, 3 (50%)

- Documentation must contain the following sections:
  - Overview a brief description of what the topic is.
  - Dependencies it may include the name, version number, etc. If it is not required, please indicate it appropriately.
  - Code example a description of each code snippet in relation to the topic. It means you only have
    to describe the essential files.
  - References the information in your documentation is referenced using **APA 7th edition**.
    - \* Resource: https://studentservices.op.ac.nz/learning-support/citingandreferencing
- Use of Markdown, i.e., bold text, code blocks, etc.

#### Presentation 2, 3 (50%)

- Present your documentation, i.e., **README.md** via a video recording. In addition, you **must**:
  - Upload your presentation to your **OP student OneDrive**.
  - Provide a link to your presentation in your documentation.
- Answer the following:
  - Describe how would you implement it into your travelling Project.

## **Additional Information**

• Your presentation must not exceed **15 minutes** in length.